

Company Based Epic Armies – Tyranids

Tyranid Units

The Tyranids have a different structure than the other Epic armies. They have large squads, which they call Broods, with 5 stands or 3 vehicles. The next larger group in the force structure is the Swarm. The swarm is comparable to a company, and consists of 12 Broods. Tyranids do not have a grouping comparable to platoons.

Tyranid forces are mostly concerned with one thing: ripping their victims apart in hand to hand combat. As a result, Tyranids do not have the large number of supporting units that other armies wield. In fact, the support units are not distinguished from the rest of the units in the Swarm and they are drawn from the same 12 Brood selections.

While there are some large creatures that can carry the Tyranid infantry into combat, they are few and far between. For the most part the concept of “mechanization” has not caught on with the Tyranids. This is typically not a problem because Tyranid infantry is quite fast.

Nevertheless, the Tyranids will do anything they can to enter close combat more quickly. One example is the Mycetic Spores that the Tyranids frequently use to drop forces into the heart of an enemy's lines.

Design Notes

When thinking about the force structure of the Tyranids, one thought kept coming through: size. The Tyranid Swarm should be a massive sea of creatures that would strike terror into the heart of their enemies. Other armies would have smaller, more numerous units to provide tactical flexibility. The Tyranids on the other hand are not subtle. They are a huge hammer blow, eating everything in their path.

This force structure is designed to allow a lot of variance in the units that you include in a swarm, as fits the Tyranids, as well as ensuring the Swarm is very large. The result is that a Tyranid Swarm is 3 times larger than an Imperial company and almost 2 times larger than an Ork Warband.

Strategy Rating

A Tyranid force has a Strategy Rating of 1.

Synapse Creatures

If a detachment has any living Synapse Creatures it passes all Leadership tests automatically and cannot be Broken. Note that war engines count as Synapse Creatures.

Hive Mind

The Nexus unit of a swarm is the same as a detachment HQ unit.

Supreme Commander

You may include one Dominatrix per 2000 pts. of your army. A Dominatrix counts as a Supreme Commander. In addition, you may re-roll the close combat dice if the Dominatrix is supporting a close combat.

Objectives

Tyranids never use objectives. They do, however, receive the full Morale Value for any opposing detachments they wipe out (or war engines they destroy).

Detachment Cards

Tyranids use slightly different Detachment Cards.

Potential Allies

None (They eat them all).

Command Units

Tyranid Hive Mind Synapse-Nexus

Usage: While Bio-Titans may be the largest of Tyranid creatures, the Dominatrix is the most important. This creature is the 'queen' of a Tyranid army and is at the very center of the Hive Mind. The Dominatrix is an extremely dangerous creature in her own right and is surrounded by hordes of other creatures.
A Tyranid army can only have 1 Dominatrix per 2,000 points of units.
Frequency: Common

Synapse-Nexus	
Take 1 Dominatrix	
Dominatrix 1 Dominatrix	490 pts.

Broods			
Choose up to 5 Broods for support			
Assault Spawn Brood 3 Assault Spawn	72 pts.	Hormagaunt Brood 5 Hormagaunt stands	35 pts.
Carnifex Brood 3 Carnifexes	78 pts.	Termagant Brood 5 Termagant stands	35 pts.
Genestealer Brood 5 Genestealer stands	50 pts.	Tyranid Warrior Brood 5 Tyranid Warrior stands	85 pts.
Hive Tyrant 1 Hive Tyrant	50 pts.	Zoanthrope Brood 3 Zoanthropes	45 pts.

Hive Mind Nexus: Dominatrix > Hive Tyrant > Tyranid Warriors > Any other unit

Notes: Dominatrix counts as Supreme Commander. May re-roll close combat dice even if the Dominatrix is only supporting the close combat.

Line Units

Tyrannid Genestealer Cult Swarm

Usage: Genestealer cults are a phenomena that weren't initially associated with the Tyranids. After some of the large Tyranid invasions it became evident, however, that the Genestealer Cults were an advance force sent to weaken target worlds. These cults grow slowly and infiltrate key positions. When Tyranid forces arrive in the star system, the Genestealer cult (which will control many army units) will rise up and attack the world's defenses. This causes mass confusion and paves the way for the invasion.

Genestealer Cult Swarms are army units that have joined Tyranid forces in attacking the world's military forces. Although the swarm utilizes Imperial Guard equipment, it has already adapted its force structure to the Tyranid model.

Frequency: Common

Synapse Creatures

Take 1 Patriarch and 1 Magus (either type).

1 Magus 1 Magus stand (w/Brood Telepathy*), 1 Coven Limousine	58 pts.	Patriarch w/Brood Telepathy 1 Patriarch stand (w/Brood Telepathy*), 1 Coven Limousine	73 pts.
Patriarch 1 Patriarch stand, 1 Coven Limousine	48 pts.		

Broods

Take 8 Broods

Brood Brothers Squad 5 Brood Brother stands	40 pts.	Hybrid Support Squad 5 Hybrid Support stands	85 pts.
Brood Brothers Support Squad 5 Brood Brother Support stands	80 pts.	Mechanized Brood Brothers Squad 5 Brood Brother stands, 3 Chimeras	82 pts.
Genestealer Squad* 5 Genestealer stands	50 pts.	Mechanized Brood Brothers Support Squad 5 Brood Brother Support stands, 3 Chimeras	122 pts.
* Genestealers in a Genestealer Cult Detachment have the Infiltrators special ability.		Mechanized Hybrid Squad 5 Hybrid stands (1 w/Psyker), 3 Chimeras	97 pts.
Hybrid Squad 5 Hybrid stands (1 w/Psyker)	55 pts.	Mechanized Hybrid Support Squad 5 Hybrid Support stands, 3 Chimeras	127 pts.

Support Broods

Choose up to 4 Platoons for support

Demolisher Platoon 3 Demolishers	66 pts.	Leman Russ Platoon 3 Leman Russ	96 pts.
Griffon Platoon 3 Griffon	57 pts.	Sentinel Platoon 5 Sentinel Squads	48 pts.
Hellhound Platoon 3 Hellhound	36 pts.	Support Weapon Platoon 3 Support Weapons	54 pts.
Hydra Platoon 3 Hydra	84 pts.		

Brood Telepathy Nexus: Patriarch > Magus > Hybrids > Genestealers > Any other unit.

Notes: Patriarchs and Magus are considered Synapse Creatures.

Infiltrators and Psychic Beacon rules are always used for this detachment.

Psychic Beacon: Any Tyranid army with a Genestealer Cult Detachment may deploy Mycetic Spores on turn 1.

Brood Telepathy: Extends Hive Mind link to non-Tyranid units such as Brood Brothers and Support units. Hybrids are always part of the Hive Mind link.

Tyranid Mycetic Spore Swam

Usage: If the Tyranids have a weakness, it is their lack of long range firepower. Instead Tyranids prefer close combat, where they excel. This can pose a problem on planets with open terrain. An enemy can decimate an attacking Tyranid swarm before it can close into hand-to-hand combat. To adapt to this problem, Tyranid swarms have evolved Mycetic Spores.

Broods on orbiting ships enter these spores and are dropped to the planet below. Each spore is covered with an ablative covering that protects the spore during reentry. They are filled with shock absorbing fluid that enables the creatures to survive impact with the ground. Once on the ground the spore will split open and the brood spills out. The Mycetic Spores are dropped in the middle of the enemy's forces so that the Tyranids can enter close combat quickly and minimize exposure to enemy fire.

Frequency: Very Common

Synapse Creatures

Take 3 Broods

Hive Tyrant 1 Hive Tyrant	50 pts.	Tyranid Warrior Brood 5 Tyranid Warrior stands	85 pts.
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Broods

Take 12 Broods

Biovore Brood 3 Biovores	60 pts.	Lictor Brood 3 Lictor stands	51 pts.
Carnifex Brood 3 Carnifexes	78 pts.	Termagant Brood 5 Termagant stands	35 pts.
Genestealer Brood 5 Genestealer stands	50 pts.	Zoanthrope Brood 3 Zoanthropes	45 pts.
Hormagaunt Brood 5 Hormagaunt stands	35 pts.		

Hive Mind Nexus: Hive Tyrant > Tyranid Warriors > Any other unit

Notes: A Mycetic Swam always uses Drop Pods.

Tyranid Swarm

Usage: The Tyranid Swarm is the most common of all Tyranid units. These massive groupings of Tyranid creatures race across the battlefield and rip apart anything in their way. Unlike the Mycetic Spore Swarm, the normal Swarm includes vehicle sized creatures such as Assault Spawn and Exocrine.

Frequency: Very Common

Synapse Creatures

Take 3 Broods

Hive Tyrant 1 Hive Tyrant	50 pts.	Tyranid Warrior Brood 5 Tyranid Warrior stands	85 pts.
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Broods

Take 12 Broods

Assault Spawn Brood 3 Assault Spawn	72 pts.	Genestealer Brood 5 Genestealer stands	50 pts.
Biovore Brood 3 Biovores	60 pts.	Hormagaunt Brood 5 Hormagaunt stands	35 pts.
Carnifex Brood 3 Carnifexes	78 pts.	Lictor Brood 3 Lictor stands	51 pts.
Dactylis Brood 3 Dactylis	96 pts.	Termagant Brood 5 Termagant stands	35 pts.
Exocrine Brood 3 Exocrine	99 pts.	Zoanthrope Brood 3 Zoanthropes	45 pts.

Hive Mind Nexus: Hive Tyrant > Tyranid Warriors > Any other unit

Support Units

Tyrnid Barrage Swam

Usage: While the Tyranids do not have many ranged weapon creatures, they do have some. Frequently these creatures will gather together in small swarms to fire at the enemy while other swarms advance across the battlefield. These small swarms are known as Barrage Swarms.
Frequency: Common

Synapse Creatures

Take 1 Brood

Hive Tyrant 1 Hive Tyrant	50 pts.	Tyrnid Warrior Brood 5 Tyrnid Warrior stands	85 pts.
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Broods

Take 4 Broods

Biovore Brood 3 Biovores	60 pts.	Exocrine Brood 3 Exocrine	99 pts.
Dactylis Brood 3 Dactylis	96 pts.		

Hive Mind Nexus: Hive Tyrant > Tyrnid Warriors > Any other unit

War Engine Units

Tyranid Bio-Titans

Usage: At the top of the Tyranid food chain are monstrous creatures known as Bio-Titans. These living creatures resemble building sized spiders, although they have four legs. They wield a mixture of ranged and close combat weapons and are very difficult to kill.
Frequency: Common

Synapse Creatures

All Bio-Titans count as Synapse Creatures

War Engines

Take 1 War Engine choice

Hierodule Bio-Titan 1 Hierodule	325 pts.	Hierophant Bio-Titan 1 Hierophant	480 pts.
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Broods

Choose up to 5 Broods for support

Assault Spawn Brood 3 Assault Spawn	72 pts.	Hormagaunt Brood 5 Hormagaunt stands	35 pts.
Carnifex Brood 3 Carnifexes	78 pts.	Termagant Brood 5 Termagant stands	35 pts.
Genestealer Brood 5 Genestealer stands	50 pts.	Tyranid Warrior Brood 5 Tyranid Warrior stands	85 pts.
Hive Tyrant 1 Hive Tyrant	50 pts.	Zoanthrope Brood 3 Zoanthropes	45 pts.

Hive Mind Nexus: Bio-Titan > Hive Tyrant > Tyranid Warriors > Any other unit

Flyer Units

Tyranid Flight Brood

Usage: The Tyranids are unique amongst armies in that they have hordes of living creatures that fly through the skies. The massive Harridans lead these flying swarms. From the Harridans come huge numbers of Gargoyles that swoop down on unprotected positions. Often only a portion of a Flight Swarm will be seen on a battlefield. These sections are known as Flight Broods.

Frequency: Very Common

Synapse Creatures

Take 1 Harridan

Harridan
1 Harridan

50 pts.

Broods

Take 4 Broods

Gargoyle Brood
5 Gargoyle stands

95 pts.

Hive Mind Nexus: Harridan > Gargoyles

Tyranid Flight Swarm

Usage: The Tyranids are unique amongst armies in that they have hordes of living creatures that fly through the skies. The massive Harridans lead these flying swarms. From the Harridans come huge numbers of Gargoyles that swoop down on unprotected positions.

Frequency: Uncommon

Synapse Creatures

Take 1 Brood

Harridan Brood
3 Harridans

150 pts.

Broods

Take 12 Broods

Gargoyle Brood
5 Gargoyle stands

95 pts.

Hive Mind Nexus: Harridan > Gargoyles

Common Tyranid Broods

These are the broods that are commonly used by the Tyranids. Occasionally you might need to put together a force that doesn't follow the normal Tyranid Swarm lists and these can be helpful.

Synapse Creature Broods			
Hive Tyrant 1 Hive Tyrant	50 pts.	Tyranid Warrior Brood 5 Tyranid Warrior stands	85 pts.

Infantry Broods			
Biovore Brood 3 Biovores	60 pts.	Lictor Brood 3 Lictor stands	51 pts.
Carnifex Brood 3 Carnifexes	78 pts.	Termagant Brood 5 Termagant stands	35 pts.
Genestealer Brood 5 Genestealer stands	50 pts.	Zoanthrope Brood 3 Zoanthropes	45 pts.
Hormagaunt Brood 5 Hormagaunt stands	35 pts.		

Vehicle Broods			
Assault Spawn Brood 3 Assault Spawn	72 pts.	Exocrine Brood 3 Exocrine	99 pts.
Dactylis Brood 3 Dactylis	96 pts.		

Flyer Broods			
Gargoyle Brood 5 Gargoyle stands	95 pts.		

Common Genestealer Cult Broods

Infantry Broods			
Brood Brothers Squad 5 Brood Brother stands	40 pts.	Hybrid Support Squad 5 Hybrid Support stands	85 pts.
Brood Brothers Support Squad 5 Brood Brother Support stands	80 pts.	Mechanized Brood Brothers Squad 5 Brood Brother stands, 3 Chimeras	82 pts.
Genestealer Squad* 5 Genestealer stands	50 pts.	Mechanized Brood Brothers Support Squad 5 Brood Brother Support stands, 3 Chimeras	122 pts.
* Genestealers in a Genestealer Cult Detachment have the Infiltrators special ability.		Mechanized Hybrid Squad 5 Hybrid stands (1 w/Psyker), 3 Chimeras	97 pts.
		Mechanized Hybrid Support Squad 5 Hybrid Support stands, 3 Chimeras	127 pts.
Hybrid Squad 5 Hybrid stands (1 w/Psyker)	55 pts.		

Vehicle Broods			
Demolisher Platoon 3 Demolishers	66 pts.	Leman Russ Platoon 3 Leman Russ	96 pts.
Griffon Platoon 3 Griffon	57 pts.	Sentinel Platoon 5 Sentinel Squads	48 pts.
Hellhound Platoon 3 Hellhound	36 pts.	Support Weapon Platoon 3 Support Weapons	54 pts.
Hydra Platoon 3 Hydra	84 pts.		

Anti-Aircraft Support			
May include a Hydra.			
Hydra 1 Hydra	28 pts.		